

IN THE CLAIMS

Please amend the claims as follows:

1-32. (Canceled).

33. (Currently Amended) A media source, comprising:

a sending unit configured to send out time-stamped media data packets[[,]] to one or more receiving media sinks, a timestamp of [[a]] one of the time-stamped media data ~~packet packets~~ indicating [[the]] a time of creation of the one of the time-stamped media data ~~packet packets~~;

a determining unit configured to determine a play-out time offset; and

a transmission unit configured to send out the play-out time offset to said one or more receiving media sinks once for [[said]] all time-stamped media data packets of a session.

34. (Currently Amended) The media source according to claim 33, further comprising:

a sample clock determination unit configured to determine a sample clock time;

a global clock determination unit configured to determine a global wallclock time;

and

a communications unit configured to send out a control packet to said one or more receiving media sinks, said control packet including two control packet timestamps indicating [[the]] a same moment in time, ~~the first one~~ one control packet timestamp measured or defined in time units of said global wallclock time, ~~the second~~ another control packet timestamp measured or defined in time units of said sample clock time.

35. (Currently Amended) The media source according to claim 34, wherein the sending unit is ~~further~~ configured such that said timestamp of the time-stamped media data packet indicates the time of creation of said time-stamped media data packet in time units of said sample clock time.

36. (Currently Amended) The media source according to claim 33, wherein said sending unit is configured to send out ~~the a same~~ one of the time-stamped media data ~~packets~~ to two or more different receiving media sinks.

37. (Currently Amended) A media sink, comprising:
a receiving unit configured to receive time-stamped media data packets and a play-out time offset from a media source, the play-out time offset being received once for all time-stamped media data packets of a session;

a determining unit configured to determine a global wallclock time;

an addition unit configured to determine a common play-out time of ~~[[a]]~~ one of the time-stamped media data ~~packet packets~~ by adding a time indicated by a timestamp of ~~[[a]]~~ the one of the time-stamped media data ~~packet packets~~ and said play-out time offset; and

a play-out unit configured to play-out ~~each-received~~ the one of the time-stamped media data ~~packet packets~~ when the determined common play-out time of the ~~received~~ one of the time-stamped media data ~~packet packets~~ is reached.

38. (Currently Amended) The media sink according to claim 37, further comprising:
a conversion unit configured to convert the time indicated by the timestamp of the one of the time-stamped media data packets measured or defined in units of a sample clock time into a time measured or defined in units of the global wallclock time, based on data of two control packet timestamps, wherein

the receiving unit is configured to receive a control packet containing ~~a first~~ two control packet timestamps, one control packet timestamp indicating a certain moment in time measured or defined in time units of ~~[[a]]~~ the sample clock time, and ~~a second~~ another control packet timestamp indicating the ~~[[same]]~~ certain moment in time measured or defined in time units of ~~[[a]]~~ the global wallclock time; ~~and~~

~~a conversion unit configured to convert a time indicated by a timestamp of a time-stamped media data packet measured or defined in units of a sample clock time into a time measured or defined in units of a global wallclock time, based on data of the first and second control packet timestamps.~~

39. (Currently Amended) The media sink according to claim 37, further comprising:
a buffer configured to store the time-stamped media data packets until said common play-out time is reached.

40. (Currently Amended) A method for synchronously playing-out media data packets, the method comprising:

sending out time-stamped media data packets to one or more receiving media sinks, a timestamp of ~~[[each]]~~ one of the time-stamped media data ~~packet~~ packets indicating ~~[[the]]~~ a time of creation of the one of the ~~respective~~ time-stamped media data ~~packet~~ packets;

determining a play-out time offset; and

sending out the play-out time offset to said one or more receiving media sinks once for all time-stamped media data packets of a session.

41. (Currently Amended) The method according to claim 40, further comprising:

determining a sample clock time;

determining a global wallclock time; and

sending out a control packet to said one or more receiving media sinks, said control packet including two control packet timestamps indicating ~~[[the]]~~ a same moment in time, ~~the first~~ one control packet timestamp measured or defined in time units of said global wallclock time, ~~the second~~ another control packet timestamp measured or defined in time units of said sample clock time.

42. (Currently Amended) The method according to claim 41, further comprising:

indicating, in the timestamp of ~~[[a]]~~ the one of the time-stamped media data ~~packet~~ packets, the time of creation of ~~[[said]]~~ the one of the time-stamped media data ~~packet~~ packets in time units of said sample clock time.

43. (Currently Amended) The method according to claim 40, further comprising:
sending out ~~the~~ a same one of the time-stamped media data packets to two or more
different receiving media sinks.